

RCS log for ri_block.c - EXHIBIT D

RCS log for gfx/BALI/opengl.model/ri/procedural/ri_block.c

RCS file:

/plroot/gfx/irix6.5m/.RCS/PL/BALI/opengl.model/ri/procedural/RCS/ri_block.c,v

Working file: ri_block.c

head: 1.57

branch:

locks: strict

access list:

symbolic names:

keyword substitution: kv

total revisions: 57; selected revisions: 57

description:

revision 1.57

date: 1997/12/10 23:48:34; author: peeracy; state: Exp; lines: +3 -215
split rendering from ri_block; try to isolate gl calls

revision 1.56

date: 1997/12/10 19:47:34; author: peeracy; state: Exp; lines: +83 -115
handle all pre-render operations on the host, rather than with the gl. open a
window at worldend rather than ribegin

revision 1.55

date: 1997/12/09 23:53:21; author: peeracy; state: Exp; lines: +25 -0
activate displacement shader execution; always use default (none)

revision 1.54

date: 1997/12/09 18:08:55; author: peeracy; state: Exp; lines: +34 -45
another checkpoint for supporting all shaders

revision 1.53

date: 1997/12/09 17:25:05; author: peeracy; state: Exp; lines: +2 -18
checkpoint for major structural changes to support all shaders

revision 1.52

date: 1997/11/20 22:30:50; author: peeracy; state: Exp; lines: +0 -6
orientation fix for bulb.rib; track orientation

revision 1.51

date: 1997/11/18 22:28:18; author: peeracy; state: Exp; lines: +24 -21
handle images in worlend rather than riend

revision 1.50

date: 1997/11/18 21:34:13; author: peeracy; state: Exp; lines: +36 -22
allow non-power of 2 sized images; remove global XRes,YRes

revision 1.49

date: 1997/11/12 18:11:38; author: peeracy; state: Exp; lines: +0 -4
rework quadratic tessellation; pass color along with geometry; commit to
tracking attributes on the fly rather than retained

revision 1.48

date: 1997/10/16 16:38:32; author: peeracy; state: Exp; lines: +9 -9
refresh the image after rendering is complete

revision 1.47

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date: 1997/10/13 17:49:19; author: peerco; state: Exp; lines: +0 -1
cleanup warnings
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revision 1.46
date: 1997/10/13 17:47:37; author: peerco; state: Exp; lines: +127 -225
major cleanup of ri_block.c and its neighbors
-----
revision 1.45
date: 1997/10/09 21:23:24; author: peerco; state: Exp; lines: +1 -21
more cleanup of ps.h; unify shader_parse calls
-----
revision 1.44
date: 1997/10/09 16:41:14; author: peerco; state: Exp; lines: +4 -20
a better break between lights on proc/pass
-----
revision 1.43
date: 1997/10/09 15:55:15; author: peerco; state: Exp; lines: +11 -3
major overhaul; yank out assembler reader and drawing
-----
revision 1.42
date: 1997/10/06 21:26:01; author: peerco; state: Exp; lines: +2 -4
remove Dlist and replace with DlistOp alone
-----
revision 1.41
date: 1997/10/06 17:15:15; author: peerco; state: Exp; lines: +37 -20
further unite light and surface scene graphs
-----
revision 1.40
date: 1997/10/03 22:40:37; author: mmp; state: Exp; lines: +6 -2
Bug in RiWorldEnd: would bug out if Lights was NULL
-----
revision 1.39
date: 1997/09/30 19:05:30; author: peerco; state: Exp; lines: +18 -20
cleanup and bug fixes for unified light/surface parsing
-----
revision 1.38
date: 1997/09/30 00:29:10; author: peerco; state: Exp; lines: +7 -3
initialize light position; cleanup light set code
-----
revision 1.37
date: 1997/09/29 23:53:46; author: peerco; state: Exp; lines: +33 -7
now drive lights and surfaces of same linked list
-----
revision 1.36
date: 1997/09/29 17:17:36; author: peerco; state: Exp; lines: +15 -9
move to unification of surface/light execution
-----
revision 1.35
date: 1997/09/26 23:28:42; author: peerco; state: Exp; lines: +33 -5
last major cleanup of parsing/params for a bit
-----
revision 1.34
date: 1997/09/23 22:00:43; author: mmp; state: Exp; lines: +2 -33
Moved RGB image IO stuff to ri_util.c. Fixed readrgbimage() so that
images aren't read in backwards and upside down.
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revision 1.33

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date: 1997/09/22 20:17:53; author: peeracy; state: Exp; lines: +9 -60
clean up memory manager to match viperproc

revision 1.32
date: 1997/09/18 22:42:12; author: mmp; state: Exp; lines: +14 -0
Added RenderState global to keep track of whether begin, worldbegin,
and framebegin have happened yet.

revision 1.31
date: 1997/09/17 23:42:02; author: mmp; state: Exp; lines: +4 -0
Added call to run lightshaders at worldend

revision 1.30
date: 1997/08/21 16:55:56; author: peeracy; state: Exp; lines: +9 -0
cleanup parser, remove last remnants of __sl, and create dedicated ri_shader.c
file

revision 1.29
date: 1997/08/20 15:28:58; author: peeracy; state: Exp; lines: +0 -2
remove init and blendinit functionality and major cleanup

revision 1.28
date: 1997/08/13 01:35:04; author: legakis; state: Exp; lines: +2 -2
added token table initialization to RiBegin()

revision 1.27
date: 1997/07/29 16:30:17; author: peeracy; state: Exp; lines: +2 -0
rearchitected parsing of shader assembler

revision 1.26
date: 1997/07/25 21:27:10; author: legakis; state: Exp; lines: +1 -1
replaced gl/image.h with imageccp.h

revision 1.25
date: 1997/07/21 20:31:39; author: peeracy; state: Exp; lines: +5 -3
update to new fragment light spec

revision 1.24
date: 1997/07/08 18:46:49; author: peeracy; state: Exp; lines: +3 -0
update to current api implemented in opengl.model

revision 1.23
date: 1997/06/30 21:10:38; author: peeracy; state: Exp; lines: +1 -1
fix camera/modelview matrix manipulation for lighting

revision 1.22
date: 1997/06/14 05:01:12; author: airey; state: Exp; lines: +4 -4
should leave env vars all caps

revision 1.21
date: 1997/06/13 19:55:46; author: peeracy; state: Exp; lines: +1 -1
fix bug in checksum function

revision 1.20
date: 1997/06/09 21:13:03; author: airey; state: Exp; lines: +20 -20
last set of rename changes

revision 1.19
date: 1997/06/09 20:03:49; author: airey; state: Exp; lines: +78 -78
rename globals

revision 1.18
date: 1997/06/09 18:45:47; author: airey; state: Exp; lines: +5 -5
convention for globals: cap on first letter of words\n

revision 1.17
date: 1997/06/06 17:01:56; author: peerco; state: Exp; lines: +7 -2
no more while(1); add pixel jitter option

revision 1.16
date: 1997/05/28 20:35:52; author: peerco; state: Exp; lines: +1 -1
lighting cleanup and depth cleanup

revision 1.15
date: 1997/05/26 18:18:22; author: peerco; state: Exp; lines: +23 -13
add normal draw and noise pixel-texture

revision 1.14
date: 1997/05/25 19:26:45; author: peerco; state: Exp; lines: +7 -0
checkpoint for illuminate and freeing temps

revision 1.13
date: 1997/05/23 17:23:23; author: peerco; state: Exp; lines: +2 -2
transparency!

revision 1.12
date: 1997/05/20 18:06:50; author: peerco; state: Exp; lines: +9 -28
more fixes for new light approach

revision 1.11
date: 1997/05/18 18:52:58; author: peerco; state: Exp; lines: +1 -1
several fixes for culling and orientation

revision 1.10
date: 1997/05/16 19:23:18; author: peerco; state: Exp; lines: +3 -4
n32 compilers, and reduce error warnings

revision 1.9
date: 1997/05/15 16:56:21; author: peerco; state: Exp; lines: +13 -0
added copyright notices

revision 1.8
date: 1997/05/13 22:50:15; author: peerco; state: Exp; lines: +2 -2
general environment map

revision 1.7
date: 1997/05/13 17:52:55; author: peerco; state: Exp; lines: +0 -1
remove ri_dlist.h

revision 1.6
date: 1997/05/12 03:07:36; author: peerco; state: Exp; lines: +2 -0
support reading an assembled shader from file

revision 1.5

date: 1997/05/09 16:30:13; author: peeracy; state: Exp; lines: +1 -1
rounded the corner on surface shader conversion

revision 1.4
date: 1997/05/08 16:12:11; author: peeracy; state: Exp; lines: +1 -3
another checkpoint for surface shading

revision 1.3
date: 1997/05/07 23:52:55; author: peeracy; state: Exp; lines: +3 -2
checkpoint for shader rework

revision 1.2
date: 1997/05/07 22:45:39; author: peeracy; state: Exp; lines: +11 -8
rework scene graph interface

revision 1.1
date: 1997/05/01 23:38:36; author: peeracy; state: Exp;
copied over from shader tree on woooooof (brisa!)

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